

MCS STEAL THE RUBY

Steal the ruby is played with 4 teams of different color, each having their own quadrant and crease that houses their ruby. The object of the game is to possess all 4 rubies inside your team's strongbox to win the game.

BOUNDRIES: The area of play is divided up into 4 quadrants with each section containing a crease in the far corner with a strongbox in the center. The crease should be triangular and $1/15^{\text{th}}$ the size of the teams quadrant (typically 20 feet across the front). The ruby is a 6" *RHINO Skin* ball with a color that matches its team's pinnies, strongbox, and crease markers. Each quadrant contains a dungeon; its location and purpose varies.

GAMEPLAY: Play starts with a huddle to discuss tactics. On the whistle, the game begins and players may move into their opponents' quadrants. Players cannot be tagged when any part of their body is in their own quadrant but when they move into another team's area they risk being tagged and sent to the dungeon. Players are safe if they can cross the threshold of another team's crease, before being tagged, but must leave the crease within 5 seconds. While in the crease, **one** ruby per player may be taken from the strongbox and can be carried or thrown by that player. Players may not re-enter an opponent's crease until they have crossed into another quadrant. Players may **only** enter their own crease to return a ruby and must do so without delay to avoid a "stalling" call. Any tagged player holding a ruby must hand-over said ruby to the tagger; who-in-turn, will have 5 seconds to return the ruby to the strongbox. Any player caught "stalling" or improperly re-entering a crease will be sent to a dungeon.

DUNGEON VARIATIONS:

1. **BOOT CAMP** - Each quadrant contains 3 poly spots, one for each opponents color, near the intersection of the all 4 sections. A series of exercises must be completed on the poly spot, one player per team at a time, before they can re-enter the game. Players form a line by order of capture to determine turns. Players then must move into their own quadrant before returning to play. Players caught performing mediocre exercise techniques by the "overseer" will move to the end of the line and be required to complete double the exercises before re-entering the game. Exercise examples: 10 squat thrusts, 10 crunches, 10 push-ups, or 10 jumping jacks.

2. **JAIL BREAK** – Each quadrant contains a marked off area where tagged players must go; the size and location varies with the players' abilities. To escape, a free player must safely cross the threshold of the dungeon and lock arms/hands with captive teammates. Locking of the arms/hands, the entire time, prevents tagging and allows captives to freely and hastily move back to their own quadrant where they can resume play. Players inside the dungeon or escaping from the dungeon may not handle rubies. **OPTION:** The "overseer" may call "jailbreak" and all prisoners may return to their own quadrant within 5 seconds to re-enter the game.

SAFETY: Players must display safe practices at all times, especially near the walls.